DIE BY THE SWORD™

Instruction Manual

A DIVISION OF INTERPLAY PRODUCTIONS

DEVELOPED BY

A WORD FROM TANTRUM

Die by the Sword is the beginning of a new generation of games and technology. Once you play and become accustomed to the greater control of your character, you will never be able to go back to the old technology that limits your control. The physical based modeling technology created by Treyarch, called VSIM, is a huge leap forward for games, bringing with it new techniques of gameplay that were never possible before. This technology is just in its infancy and we haven't begun to scratch the surface of its possibilities. Imagine someday hooking your whole body up to an input device and having the character in the game react exactly as you do. While it's been attempted before, it's never really been possible to do it as accurately as we can with VSIM. And while you may not want to play a game where you have to hook your whole body up to an input device, VSIM is not bound by any restrictions that would prevent this.

There is a lot to VSIM. You have never played anything like it before, so it will take some practice. You should definitely start with the tutorial. As you play, you will learn new techniques. You will develop your own unique play style that will be different from all other players. The increased control requires more practice than other games before it. Take your time. Look through the manual and try out the different moves that we suggest. Once you master it, you'll never go back.

The VSIM technology is really the future of animation and character control. Die by the Sword will become a classic and be forever known as the game that set the standard.

–Alan Pavlish
Tantrum

DIE BY THE SWORD MANUAL

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GETTING STARTED

After inserting the Die By The Sword CD-ROM into your CD-ROM Drive, follow the on-screen instructions to install the game to your hard drive. This won't take long and you will only have to do it this one time. You will always need to insert the Die By The Sword CD into your CD-ROM drive for future gameplay.

If your system does not have Autoplay Enabled, please follow these simple instructions to install Die By The Sword.

1. Double click on 'My Computer', and then double-click on the icon for your CD-ROM drive. (Usually D:) Go to the "Die" directory.

2. Double click on the file named 'SETUP.EXE' to begin installation.

3. Follow the on-screen instructions to install the game to your hard drive.

Once the installation is complete, click on the Start Menu Button then go over to Programs. Move your mouse cursor to the Tantrum group and you should see Die By The Sword. Move your mouse cursor here and then click on Die By The Sword to start playing.

THE TALE BEGINS

One rainy morning in a pub overlooking Writhedale, Enric and Maya had finally lost their last coin in a game of cards to a fat merchant. Enric pounded his fists on the table in frustration. The game was undoubtedly rigged. City life had become boring, so the duo took this loss as a sign to seek adventure. Questioning the barkeep turned up little information. No beasts, no bandits, and no wars... the city was rife with crime, but to them it was as safe as a newborn's crib. The barkeep offered up a round of drinks "on-the-house", and Enric and Maya eagerly accepted. It was an excellent way to pass the time. Then it came like wildfire, a rumor blazing through the streets. Always a center for gossip, the pub was engulfed by talk of the treasure to be had and the horrific creatures to slay. The mountain range nearest Hanithburg on the fringe of the civilized lands was swarming with fearsome beasts and ghastly monsters roaming the area attacking travelers. So terrible were the beasts that they'd tear a person apart just to hear him scream.

With a twinkle in their eyes, Enric and Maya were off on horses recently "liberated" from a deserving fat merchant.

After a rugged journey of many days, they reached the base of the Great Mountain range. The forest was crawling with hungry creatures that saw them as lunch. With a knowing grin and wink they charged headlong. The pair seemed invincible. Enric charged giving Maya enough time to dart behind for a killing blow. This battle alone was worth the long journey to get here.

When dusk came, not a beast still stood. All were slain or fled; the forest was silent. Getting away from the stench of the dead, Enric and Maya made their

way closer to the mountain, stopping for a moment to clean themselves in a deep creek. Coming upon a druid ruin, they made camp. Maya took first watch as Enric drifted into a deep dreamy slumber.

Drifting into his subconscious, Enric found himself alone in the forest in a dense, soupy fog. Disoriented, he drew his sword. Sensing something to his right, he turned just in time to avoid a bolt of lightning that whizzed by his face and seared his beard. Staggering backwards, he was not prepared for the dark globe, nearly invisible due to the light, that struck his chest and pinned him against a tree. It expanded and wrapped around Enric, chaining him to the tree. His sword arm was useless. He was helpless.

In a blinding flash of light, a man in robes appeared with Maya floating beside him. She looked dead. Reacting, Enric strained to break free. The black tendrils stretched a bit which surprised his captor for a brief moment, before they tightened knocking the breath from him.

"Free her and I might let you live," Enric growled through clenched teeth.

Looking amused, the wizard replied, "And why would I do that? I have what I need. Her soul is the last. Her strength will turn the Crystal away from Life and towards Death." He looked to Enric who stared back with fire in his eyes. "Bah, ignorant peasant. You haven't a clue as to what I am saying..."

Anger rising, Enric lashed out, "Take me instead!"

Pausing a moment, the wizard spoke, "True, you both are very strong indeed. But for my purposes I only need one human soul, and her...attributes are a bit

more appealing than yours." Looking into the distance he continued, "Spending over a year in a volcano's labyrinth does get one a bit... anxious." Looking back to Enric, "Well then, your trivial existence amuses me so I will not kill you. If you should happen to be still alive when next we meet, I will be known to all as 'Master Rastegar'!" In another flash of light, he was gone.

Enric awoke with a start. He was back at the ruins! He turned quickly looking for Maya. She was looking at him with a slight grin. Maya taunted, "Aww, did the mighty Enric have a bad dream?"

"This place be cursed Maya. I saw you caught by a damned mage!" Enric replied intensely.

Softening, Maya pointed out, "Well I'm still here. Don't worry ya big lug, I can take care of myself."

Enric got up and sat with her near the fire. "I would take this mountain down for you, stone by stone."

"I know ya would," Maya said staring into the fire. "Oh, by the way, there be kobolds about. I saw some tracks by the stones."

"Kobolds, eh?"

The Main Menu

THE MAIN MENU

The first Die by the Sword screen displays the Main Menu. The Main Menu allows you to select Tutorial, Quest, Arena, Tournament, Options or Quit.

Tutorial

This is a tutorial for people to get used to the controls of movement and fighting without the pressure of combat, and with text and verbal instruction throughout. It is designed to introduce the player to all the basic control elements. We highly recommend that you complete this before attempting the full game.

Quest

Choosing Quest begins the main adventure game. You assume control of Enric and fight against impossible odds. He wouldn't have it any other way. Enric's quest is to rescue Maya and destroy the evil wizard.

Arena

The Arena allows you to hone your fighting skills, since you can choose what opponent, and how many you want to fight. Just think of it as another opportunity to hack on bad guys.

The Arena

In the Arena, you can experiment and perfect various moves that you haven't yet attempted in the Quest game. In addition to fighting as Enric, you can also choose to fight as one of the enemies that appear throughout the Quest. This gives you the unique opportunity to better understand the nature of their movements and attacks, knowledge that will help you when confronting them.

After clicking on the Arena menu item, the next screen you will see is the Arena setup screen. On the left side of the screen, your choices are: Choose Arena, Multiplayer, Enter Arena, and Main Menu. You can change characters by clicking on the character portraits. This will bring up a character menu. Click on the face you want and you're set.

CHOOSE ARENA enables you to set your fight in Lava Pit, Pit of Ennui, Mosh Pit, or Pit of Love. Make special note of the arrows on the right side of the menu. These arrows let you scroll down and choose the last arena.

Choose Arena

MULTIPLAYER sets the method in which 2-4 players can participate. Your options here are: IPX Connection for Directplay, Modem Connection for Directplay or Serial Connection for Directplay.

ENTER ARENA begins an Arena match based on the selections that are currently on screen.

MAIN MENU returns you to the Main Menu.

Tournament

Battle through an increasingly difficult horde of opponents to become an arena master. If you need to quit your tourney before completion, and would like to start it again, simply select the save name you entered when you began the tourney.

Options

Choosing this from the Main Menu allows you to set game options such as Sound volume, Music volume, Control, Video Mode, Detail Level, Gamma, Key Layout, Custom Moves, or Credits.

SOUND/MUSIC VOLUME lets you adjust the volume level to suit your preferences. Press return to move the skull to the volume you want.

CONTROL Gives you the choice of Keyboard Arcade, Keyboard VSIM, Joystick Arcade, Joystick VSIM, Mouse VSIM, or Gamepad Arcade. It may take a bit of experimenting to find which one suits you best. (See Game Controls for more information.)

VIDEO MODE Lets you choose either high or normal resolution. (This option not applicable if using hardware acceleration since hardware acceleration is always in max resolution.)

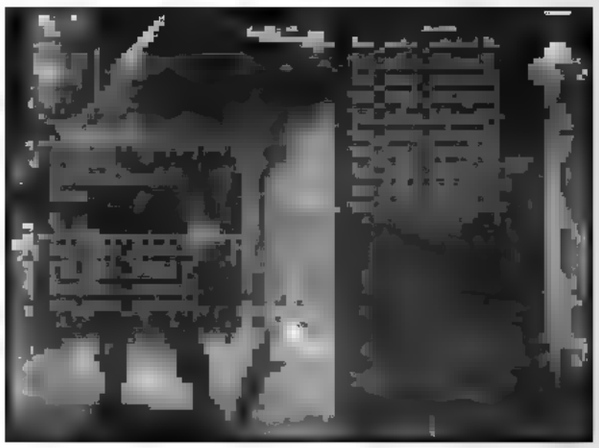
DETAIL LEVEL Lets you control the quality of the graphics displayed. Lower detail levels will allow you to run at a higher frame rate for faster play.

RE-ENABLE 3D CHECK Checks if 3D support is installed when you start the game.

GAMMA CORRECTION lets you adjust the brightness levels of the game. Press return to move the skull to the gamma level desired.

KEY LAYOUT Customizes the keys to your liking.

CUSTOM MOVES Here is where you can swap a character's special moves with ones that you have created. The column on the left is the currently active special moves, and on the right are the moves in the character's library. Use the tiny skulls to select moves, and the yellow arrows to actually move them.



Custom Moves Option

CREDIT See the names of those that made this game possible.

BACK exits this menu. (QUIT goes back to the Main Menu and exits the game you are in.)

SAVE \ LOAD

In both Quest and tournament mode, your game will be auto-saved at specific points. The save games are attached to character names. For instance if you name your character Bob, You'll need to load Bob for the next time you play, To reload a saved game, go to Either Quest or Tournament and select the name you had before.

GAME CONTROLS

Die by the Sword supports game control through Keyboard, Mouse, Joystick or Gamepad. The Joystick and Keyboard can be used together while the Gamepad functions independently to control gameplay.

Keyboard Controls

BODY MOVEMENT

W,S	Move forward and back (double tap for quick move)
A,D	Turn left and right
Q,E	Sidestep left and right (double tap for quick move)
Caps Lock	Crouch
Spacebar	Press and hold to crouch, release to jump/press again in mid-air to flip
C	Climb a ledge
Keypad *	Action (pick up items, open doors, pull levers, search bodies, etc.)

SWORD MOVEMENT (Arcade Mode)

Keypad 6	High swing
Keypad 5	Middle swing
Keypad 4	Downward bash
Keypad 3	Block high
Keypad 2	Block middle
Keypad 1	Block low
Keypad /	Sheath/unsheath sword
Ins	Special move
Home	Special move
Page up	Special move
Delete	Special move

SWORD MOVEMENT (VSIM Mode)

Keypad 1	Sword down and left
Keypad 2	Sword down
Keypad 3	Sword down and right
Keypad 4	Sword left
Keypad 5	Sword down
Keypad 6	Sword right
Keypad 7	Sword up and left
Keypad 8	Sword up
Keypad 9	Sword up and right
Keypad 0	Extends sword arm
Keypad /	Sheath/unsheath sword
Keypad Enter	Block mode

MISCELLANEOUS

Keypad +	Damage sensor (tell relative damage of limbs and shows health bar. Green means good health, yellow is moderate, red is critical.)
Keypad -	Compass
F3	Shows all health bars
F4	Toggles on/off "Damage Sensor"
F5	Toggles on/off "Compass"

Mouse Controls

BODY MOVEMENT

Use standard "Body Movement Keyboard Controls" for movement.

Mouse Buttons

Right Button	Sheath/unsheath Sword

Left Button (When sword is unsheathed)	Block mode
Left Button (When sword is sheathed)	Performs action

SWORD MOVEMENT

The movement of your sword is controlled by moving the mouse back and forth.

Joystick Controls

ARCADE MODE

Stick	Move forward, backward; sidestep left, right
Twist	Rotate left, right
Trigger (When sword is unsheathed)	Launch arcade attack
Trigger (When sword is sheathed)	Action
POV Hat	Modifies trigger (i.e. POV forward + trigger creates high attack)
Thumb Button	Crouch/jump
Right Top	Sheath/unsheath sword
Right Bottom	Climb

VSIM MODE

Stick	VSIM control of sword
POV Hat	Move forward, backward; turn left, right
Trigger	Crouch/jump
Thumb button	Sheath/unsheath sword
Right Top	Action
Right Bottom	Climb

Gamepad Controls

Pad	Move forward, backward; spin left, right

Left Trigger	Crouch/jump
Right Trigger + Pad	Sidestep left, right

WITH SWORD UNSHEATHED:

A, B, C	Primary arcade attacks
X, Y, Z	Blocks low, mid, high
X, Y, Z (double tap)	Special attacks
M	Sheath/unsheath sword

WITH SWORD SHEATHED:

B	Action
C	Climb

Camera Controls

3RD PERSON VIEW

R	Raises camera far above you. Lowers when pressed again.
F	Toggles between fixed or floating camera. (Fixed camera prevents auto-switching into combat mode.)

SCOUT CAM

2	First person scout cam	A	Turns camera Left
1	Gets you out of scout cam	D	Turns camera Right
W	Turns camera up	F	Zooms in
S	Turns camera down	R	Zooms out

LOOK-AROUND CAM

Keypad (.)	Activates Look-Around cam (Holding this down keeps you in Look-Around mode. Keypad numbers move the camera.)

MOVE EDITOR

The Move Editor is a companion utility to DBTS which allows the user to create custom moves for any of the Arena-playable characters. These moves can be imported into the game for use in either Arena or Quest mode. To run the Move Editor, either select it under Die By The Sword in the Start Menu, or go to the Die By the Sword directory and double mouse click on the "Winmedit.exe".

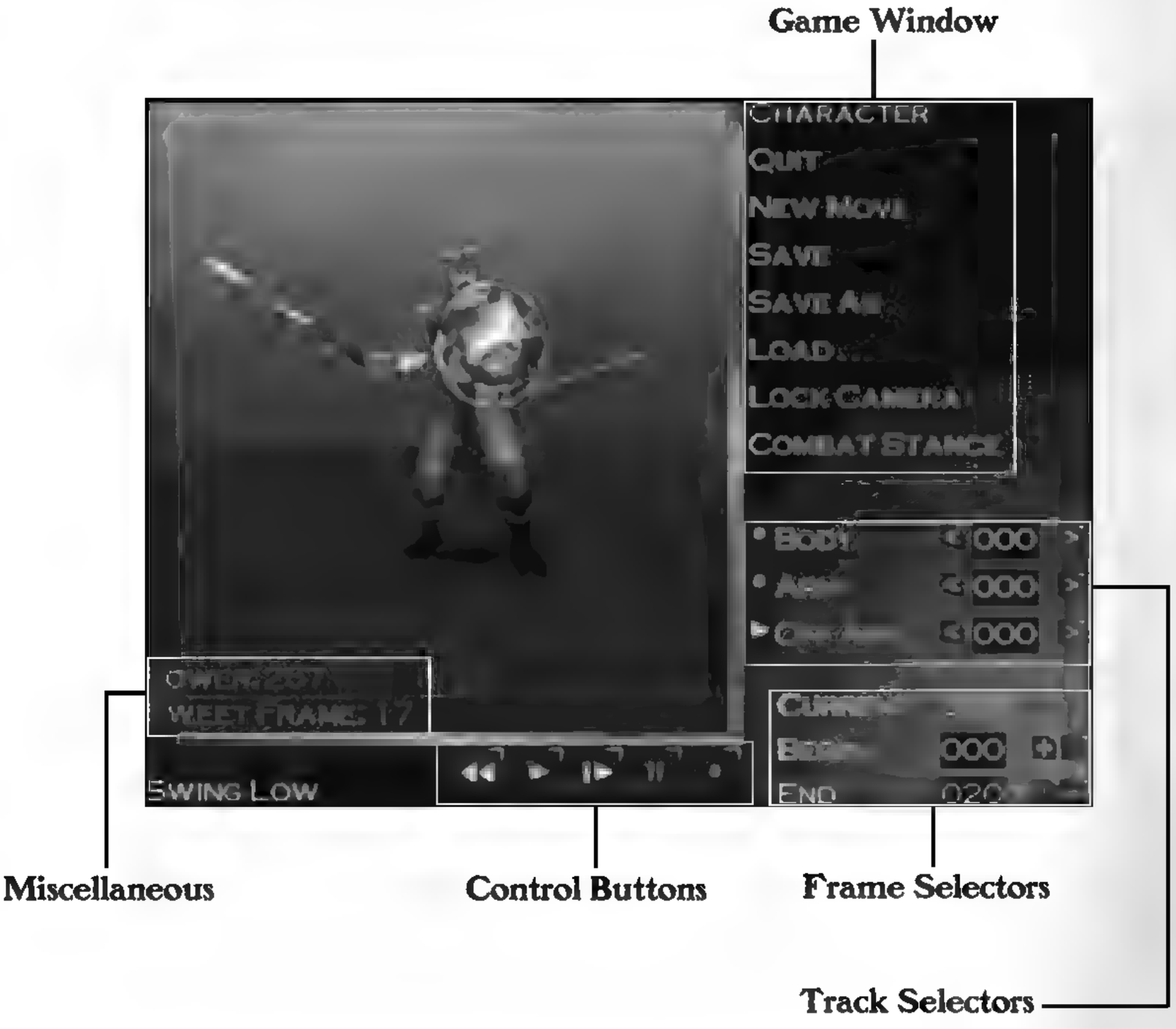
Moves recording is that moves are recorded in three separate tracks, representing the two arms and the body. The tracks can be recorded separately or together (though not both arms at once). Once each track is recorded, they can be individually adjusted to sync all the motions together for a perfectly timed move.

Moves are saved according to character (not user), into a library of moves for that character. Four of these moves at a time can be brought into active use and assigned to keys in the Game. The libraries include four default moves for each character.

The Move Editor mimics the function and likeness of a tape recorder to make things as intuitive as possible. Since play control requires much of the keyboard, the interface is largely based on the mouse.

The Move editor uses the VSIM control system for the motion of the sword while creating moves. All action takes place on screen which consists of the Game Window, the Menu, the Track Selectors, the Frame Selectors, and the Control Buttons. They work as follows:

MOVE EDITOR MENU



Game Window

CHARACTER: Selects a character. This will bring up a Head Ring to choose the character for whom you want to make moves.

QUIT: Exits the Move Editor.

NEW MOVE: Clears all frames and resets frame offsets to zero. This is the first step in creating a new move.

SAVE: Saves the current move to the character's library as the filename displayed in the lower left corner of the screen. When saving, the editor must play the move in order to calibrate it.

SAVE AS..: Saves the current move as above to a new name you prefer.

LOAD: Loads a move from the library of available moves for that character. It presents a list of available moves, and allows typing in a name as above.

LOCK/UNLOCK CAMERA: Toggles the camera state between fixed and fixed relative to the character.

COMBAT/READY STANCE: Toggles the stance of the character. Each character has a Ready Stance which he is in most of the time, and a Combat stance which he enters if he is under Arcade control and there are enemies nearby. If the player is making a move intended for use while playing in arcade mode, the Combat Stance should be selected when making moves for that character. The reason for this is because the VSIM control system does not have a "true" combat stance since the player is in full control. The Arcade control system

actually switches from the ready stance to a combat stance as soon as it moves near an opponent for a quicker response time. The difference is often not severe (particularly for longer moves) but this setting should definitely be used for optimal performance.

Track Selectors

These are the three symbols with the words ARM, OFF ARM, and BODY next to them. Each symbol is either a yellow square, a yellow triangle, or a red circle to indicate the status of that track. These states affect what happens when the editor is in a Play Cycle or a Record Cycle (see below).

Track Selectors

- Yellow square means Off
- Yellow triangle means Playing
- Red circle means Recording

A track that is Off will not record during a Record Cycle, and will not play during a Play Cycle. A track that is Playing will Play during a Play Cycle or a Record Cycle, but will not record during a Record Cycle. A track that is Recording will play during a Play Cycle and record during a Record Cycle. It sounds confusing but is quite intuitive once you see it in use.

Frame Selectors

These are the three digits with < and > buttons on either side of them, and three more labeled CURRENT, BEGIN and END with + and - next to the latter two.

Frame Selectors

The first three represent frame offsets for each track. They default to zero, but can be adjusted up or down. They represent offsets in the time that each frame begins when a Play Cycle or a Record Cycle begins. Their purpose is to synchronize the timing of the tracks once they are recorded.

The current, begin and end counters represent the current frame playing, the first frame of the move, and the last frame of the move. The current counter is simply a display for information during a Play Cycle or a Record Cycle, but the begin and end counters designate the first and last frame to be played and are adjustable. Their purpose is to clip the move so there is no slop on either end. The tighter a move is, the more useful it is in combat.

Control Buttons

These are the tape recorder-like buttons at the bottom of the screen. They are tied to hot keys 1 through 5, which mimic the function of the buttons. They are in order:

Control Buttons

REWIND: Resets the current frame to zero.

PLAY: Begins a Play Cycle. This plays the currently selected tracks.

SINGLE STEP: This advances the current Play Cycle in freeze frame by one step, or begins one and advances it by one step. (Not available during record.)

STOP: Stops any Cycle in progress

RECORD: Begins a Record Cycle. This plays any tracks marked Play while recording any tracks marked Record. There must be at least one track marked Record for this button to be available.

How To Create a Simple Move:

- First hit "New move."
- Next, turn both Arms off (yellow square) and put the Body on record (Red Circle).
- Now hit record and do a little jump. Hit stop when the jump is complete. If the jump was not to your liking, no problem. Just hit record again and try again.
- Now turn the Body to play (Yellow triangle) and the Arm to Record (red circle).
- Hit record and swing the sword to make your jump deadly. Hit stop when you're happy with the swing. You may need to re-record that Arm many times until you perform a swing you are happy with.
- If your swing was late or early in the jump, use the Track Selectors, the numbers to the right of BODY, ARM, & OFF ARM, to move when exactly the swing activates during the jump. For instance: The jump peaks at frame eight. The ARM sword swing doesn't quite strike at the peak of the jump where you wanted it to. You guess it's about three frames early. You add three frames to the ARM by clicking on the > symbol that's to the right of the word ARM. This makes the swing activate 3 frames later in the jump, right where you wanted it to.
- Also you may wish to use the Frame Selectors(Current/Begin/End) This will cut off the excess fat of a move. So if you created a move with 128 frames, and you only want frame 64 to 89, use Begin to cut frames from the

beginning bringing it up to 64. Then use End to cut frames from the end bringing it down to 89. These will be very helpful when you wish to strive for maximum effectiveness.

- Congrats, your first move is born! Most moves are horrible when you first learn the tool, so don't be afraid to erase by selecting "New Move" if you are dissatisfied.
- If you like it, save it and start the game. Go to "Options" and "Custom Moves." Import them from there into the game using the "Custom Moves" option in the Options menu.

Miscellaneous

You'll notice after a move is performed that a couple of numbers, words (bottom left) and a yellow line with a red cross (can't miss it) will appear. This is what they mean:

POWER: At its peak, how much damage the move does. (It is used to determine, at its highest, how much damage this move is possible of. For multi-striking moves, it will only show the power of the strongest swing.)

SWEET SPOT: At which frame in the move the highest damage occurs. (Will tell you exactly which frame is doing the most damage. Use this to know which frame to hit an enemy with.)

YELLOW LINE with RED CROSS: Where exactly the sweet spot occurs in 3D space. (Will show you where the move will do the most damage in 3D space. This line will appear after you play a move. The red cross indicates where your enemy should be before you use that move. If the cross does

not appear where you want, you may need to record some body movements to position the cross into the right area.)

CAMERA CONTROL

Die by the Sword features several different camera views that allow you to choose the perspective you prefer.

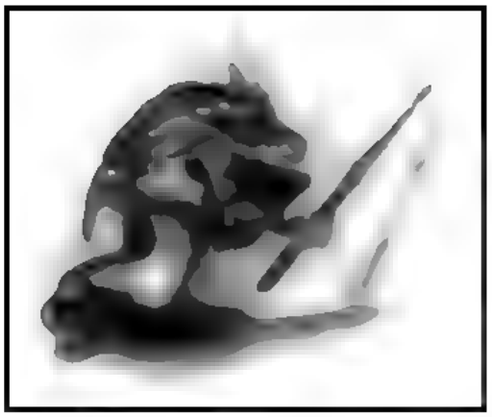
The default camera provides a view from behind and slightly above the character. It moves as you move, keeping the character and action in view. Pressing R will raise the camera far above you. Pressing R again will put it back into its default location. (Regardless of fixed or floating camera.) Pressing F will fix the camera behind you, pressing F again will change it back to floating camera. In this mode, when in combat, the camera attempts to keep an angle from the side, attempting to keep the action visible at all times.

The Scout Cam is very useful in alerting you to dangers that are lurking just out of your immediate view. To engage the Scout Cam, press 2. Pressing W turns the Scout Cam up while pressing S turns it down. A turns it to the left and D turns it to the right. To zoom in one level, press the R key on the keypad. To zoom out, press the F key on the keypad. Pressing 1 will remove you from Scout Cam mode.

If you press Keypad (.) it puts you into Look-Around Cam. Holding it down continually keeps you in Look-Around mode and allows you to use a numeric keypad to look around.

THE CHARACTERS

Monsters



Kobold

KOBOLD- Many of these small blue canine-like humanoids have been slain on the whims of their Orc overseers. Quick and cunning, the Kobold have been known from time to time to actually help adventurers against their Orc masters.

ORC- From Grunts to the Shaman, the boar-headed Orcs rule the upper layers of the mountain's tunnels. Not exactly scholarly, they control Kobolds with brute force.

OGRE- These club swinging brutes are bigger than Orcs, but even more stupid. They are the Orcs' extra "muscle" when waging war.

Trog

TROG- Usually found near underground rivers, this beast is fiercely territorial, even more so in protecting their eggs and young. Many a Kobold have been slaughtered by a Trog rising from the depths and attacking them from the river.

MANTIS- Native to the Great Mountain range, these deadly insectile beasts prey on anything edible that wanders into their tunnels. Dangerous to all, this fierce creature is feared by those who travel beneath the Mountain. Few have survived to tell of actually seeing a Mantis.

MAGMAR- Made of stone and fueled by the fiery blood of the earth, this elemental is a summoned creature.

Dwarf

DWARF- Working in the lower levels of the mountain, these stout and proud miners have constructed subterranean temples, and machines to harvest the rich crystal deposits.

SKELETON- These bony warriors were fallible humans executed by their lord and revived as more trustworthy and loyal undead troops.

Enric

THE FARMER

Enric started life on his father's farm that overlooked the Crajere sea. He was the eldest of three brothers and two sisters. By the age of 16 he was quite strong and hardy from the normal farm chores and constant roughhousing with his brothers. The only weapons he had ever known at this time were a reaper and pick, which of course were only tools.

Enric

Life was plain for Enric. His greatest pleasure had always been climbing high atop Sparrows cliff. There he would lay back and watch the stars and dream of the day he would have his own land, of having many children, and growing old while watching these same twinkling stars.

THE SLAVE

Some dreams, even simple dreams, never come to pass. On one warm mid-summer night, while laying atop Sparrows cliff, he never saw the Dwarven warships that swept in through the dark of night.

By cruel fate, his family's farm was the staging point of the war between humans and dwarves. Tension had been building for months between the races, and week before last, it burst. Being so high up, and with the sea's constant crashing, he never knew that a small detachment of the Dwarven force had swept in and destroyed his home. He awoke with a jerk as a thick leg kicked him in his side. Overwhelmed, he was captured and enslaved.

For many months he slaved away for the Dwarven horde. For every town that was hit, many more slaves were taken. Even though they nearly killed him on a regular basis, Enric never flinched from a strapping, or gave in to begging for his life. But he did what they wanted without question. It was a matter of survival.

Enric dreamed as well. Not of stars twinkling and children laughing, but instead he dreamt of his old life burning, he dreamt of killing every Dwarf to the last. Blood and hatred were the only colors he saw anymore.

One morning while most still slept, Dwarven trumpets roared in alarm as the kings army charged down upon their encampment. Taken by surprise, the Dwarven soldiers were left in disarray.

In the chaos and mayhem Enric managed to free himself from his chains. For the first time he wielded a real weapon taken off the body of a dead Dwarf. To Enric it had some qualities like the reapers he used in his old life. But now

instead of being a tool to harvest life, it was a weapon harvesting death. With a roar that sounded like a mother lion that has witnessed its cubs murdered, he leapt at his enemies. He handled the Dwarven blade as his old reaper, each swing taking off limbs and cutting down many a Dwarf. He was slashed many times but his months in slavery had hardened him against pain, against remorse. And so among the Human troops he was seen as a great warrior even though he did not yet have the skill to make him great.

The day was won and the Dwarven detachment was routed. He joined the army and discarded the Dwarven blade, for it reminded him too much of his home. The day he picked up the sword as a soldier was the day he knew he would never again be weak.

THE SOLDIER

The war ground on for 4 years. In that time Enric grew well trained to the sword, but was still cold and hard on the inside. Twice promoted, he controlled a decent sized troop now. Being higher in rank, he learned much more than the common soldier. And because his political view still had an ounce of common sense, he saw that the King's orders were not as just as most were led to believe. Eventually the humans pushed the war back onto Dwarven soil. Enric's troop was to be the first to establish the foothold in the unsuspecting Dwarven lands.

That night his troop landed and made its way onto the land. His scouts found the ideal area to make a base. There was but a single Dwarven establishment there. Down from the hills they swept, like wraiths in the night. As they lit the first building on fire, the Dwarven family was dragged out and some were slaughtered on the spot. The fire grew bright as it ate the buildings. As the fire grew, he began to make out things that reminded him of his old life. Freshly cut

fields were off in the distance, and the tools, the tools were simple farming tools. His realization and apprehension grew as large as the knot in his stomach. As he dropped to his knees, it hit him. He realized he had become his own nightmare. This may be a different land with different people, but in his mind it was his farm, his home. He turned quickly as the last Dwarven life was suddenly cut short. In his mind he saw his family butchered, lifeless. He looked up to the stars as the farm burned and chaos swirled. He saw the same stars that he saw as a boy. They didn't seem to twinkle as they once did long ago. Silently, he rose and walked away into the night.

THE MERCENARY

He wandered for a time, sorting things out in his mind. Trying to find reason in the madness. Being in a hostile country, he constantly found himself hiding from patrols. The farther he traveled inland though, the less its inhabitants seemed to notice him. Most Dwarves, it seemed, thought that a lone Human would not be so stupid as to walk through enemy lands, so most were under the impression that he had a legitimate reason for being there.

Traveling the land of his enemy, he learned a great deal about them. So much in fact, that he no longer considered them his enemy. Although they were a different race, they bled as he did, breathed as he did, and mourned as he did. With many realizations like this, Enric became more and more at peace with himself.

In time he traveled a great distance. As fates would have it, he wandered into a sea tavern this side of the Crajere sea. Mixed races from all over were here, fresh off their ships to get a pull of whiskey and looking for some action. As usual for this place, a brawl was started by two drunken Dwarves over a game of dice. Enric was sitting at the bar as he was thrown from his chair to the ground.

Many fights that started in this place took hours to simmer down completely. Not this time. Enric went to work breaking limbs, and tossing people through windows. Afterwards he dusted himself off and retook his place at the bar without saying a word. As best they could, the remainder of the people went back to what they were doing without staring too blatantly. Without showing it, Enric was pretty darn happy with himself.

That display of skill got the attention of a mercenary by name of Dannik. Dannik owned a vessel and was always interested in hiring strong men to work for him as mercenaries. With nothing better to do, Enric accepted.

Dannik was a boisterous man by nature. Enric learned from him that a good insult here and a taunt there, were not only amusing, but often threw an opponent off guard. The life of a mercenary was fresh and daring. Always a new place, new job, new adventure. Enric found joy again during his time with Dannik. Fighting was a way of life... and he loved every minute of it. Through their search for a potentially high rewarding job, they wound up back in Enric's homeland. He thought he'd miss it, but he didn't. His past was just that, past. He also learned that the war between the Dwarves and Humans had ended, a truce of sorts was called. He didn't care.

Mercenaries that grow too close to one another usually die together. A merc needs to know that he can leave a fallen friend to finish a mission and get paid. He found he would not do that to Dannik. They decided to part ways before such a situation occurred.

THE WARRIOR

He was travelling to the city of Findor when he heard a ruckus over the next hill. Knowing the distinct sounds of a fight he charged to get a better look. When he

crested the hill he saw a caravan being overrun by a group of Orcs, Ogres and other assorted beasts. Several Humans were fighting them off but they were being pushed back. Oddly he saw a few Orcs drop without seeing what felled them. This made him curious as he jogged down into the fray.

As he got near, several creatures broke through the forest and charged an unprotected side of the caravan. He started on them first, taking them down one at a time. Two wagons were on fire by now but the other three made a break for a clearing the fighters created.

Enric was enjoying this fight more than most since it was fast becoming a live or die fight. "Ha Ha!," he yelled, "You hit like a Kobold!" The tactics worked well on these simple-minded beasts as they charged headlong, enraged.

In the midst of the bloody battle Enric saw an incredible creature. Soaked in almost as much blood as he, she darted from beast to beast slicing throats, kicking groins, and dodging claws. Her great speed and agility entranced him. During a brief respite she saw him. He stood dazed, watching her, unaware of the Ogre lumbering up behind him.

"Ah well. You die the death you earn." she thought as she gave the slightest nod in the direction of the danger.

In a blur of steel she saw him react instantly in a feat that she would have thought impossible if her own eyes had not witnessed it. Enric side-stepped the Ogre's clumsy swing while whipping his own blade around, cutting off the Ogre's sword arm. The Ogre's head, catching Enric's blade, flipped up into the air as its massive body crashed to the ground. Enric, soaked, thrust his blade

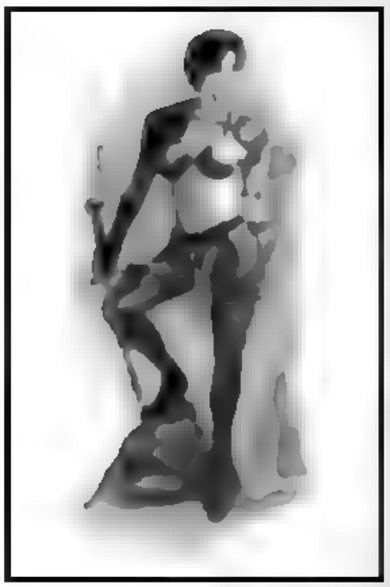
into the earth and leaned upon it with a slight grin. Maya, her mouth still agape, watched as the head plopped a few feet away, balefully gazing at her.

They met on that battlefield in a clash of blood and steel, but the sparks they saw were not from their blades. Back to back they fought and from that time on, Enric and Maya rode from one glorious battle to another. The look of terror, frozen on the decapitated Ogre's face, still comes to mind whenever Maya doubts one of Enric's suicidal quests.

Maya

STREET RAT

Maya was for the most part a city dweller. Having no family, she tried her hand at honest work. For an unattached street rat, she soon found how difficult this was. An alchemist that was losing his sight finally accepted her to apprentice for him, mainly because she lied about her background and age. The result was disaster. She blew nearly half his shop from its foundation in her first week.



Maya

She found she had a natural knack for working with her hands and acrobatics. For a time she performed for money, all the while pick-pocketing here and there to gain the gold life owed her. This lead to running with an ambitious crowd. From pick-pocketing they went to mugging, from mugging to robbing rich estates. In a pinch she could disarm traps and unlock doors.

The law finally caught up with her on a petty burglary. Guards bashed down the door to get at them, with torches and halberds in hand. Her band of three split up, everyone for themselves; all but her attempted to escape. She gave herself

up with a smile. Taken aback, a gruff guard grabbed her roughly and slapped irons on her. She was dragged by her chains to the city jail. There was a loud crash as a large vase nearly dropped on a guard's head. Like fools, all of them immediately looked for their attacker. Whoosh, like wind, Maya was gone. Having already unlocked her cuffs, she waited for a distraction. Cursing guards yelled from behind, but she was too good to be caught again.

NEW PATH FOUND

She ran to the band's meeting place for when plans went awry. One of the burglars had been killed in the raid. This hurt Maya, but she always had a pragmatic view on anyone that was foolish enough to do what they did.

"By the way, that vase you dropped was a nice touch." Maya told Hector. "I thought you didn't like heights."

Confused, Hector replied "What are you talking about? I didn't drop no vase!"

"You didn't?" Maya asked feeling suddenly chilled as if they were being watched. "Then who did?"

Out of the shadows a dark man approached "I did!"

The man was named Darius. He talked with her and spoke of needing her skills. Darius was a smuggler. But he had not yet "acquired" his goods. After hearing how much he was willing to pay... she couldn't say no.

She was, in essence, a mercenary now, specialized in acquiring goods. Having an inside source for information on mercenary trades and jobs, she had little trouble

getting work. She picked up many skills through the years, even touching on assassination. Through the Dwarven war she traveled far and wide plying her trade to those who paid the most.

After the war, jobs slowed almost to a halt. After haggling for quite a while on the price, Maya finally found a small-time job guarding a caravan through the outlands. This journey changed her life forever... For this is where she and Enric first met.

ITEM DESCRIPTIONS

You will find many items along your quest. Here is an explanation of what each does.

HEALING
(From weakest to strongest)
Bread Stick - Weakest
Fish
Piece of Meat
Healing/Herb
Potion of Minor Healing
Potion of Full Healing - Strongest

SPECIAL ITEMS

Ring of Shielding	Increases armor permanently
Gauntlet of Might	Increases damage permanently
Amulet of Shielding	Increases defense versus projectiles tremendously permanently

MISCELLANEOUS

Berserk Potion – Warrior gains heroic stature, growing huge and gaining devastating attacking power. Alas, the effect is fleeting and does not last long.
Keys – Various Keys will be found to unlock doors.

STRATEGY GUIDE

Introduction

I am here to forge you into a lean mean skull cracking machine. Listen well, for I'm only gonna say this once. You, are scum. You heard me, you're an unproven, unshaped lump of goat dung with a sword. You disagree? Good. Then prove me wrong and don't wind up dead. I will instruct you on how to wield that blade you hold. If you live, you'll be one mean bastard with wits as sharp as your blade.

Movement

Proper Movement is essential to fighting. Simple positioning can determine between a killing strike, or your head lying on the floor. Remember, the farther your opponent is from you, the less likely he is to damage you. Run. Not very heroic, but until you learn to swing that steel you carry, you're dog food.

TIP : Because the camera is always in a state of motion, keep in mind that pressing right will always turn your character to his right, and pressing left will always turn your character to his left.

Arcade Control Mode

The first thing you'll notice in Die By The Sword is that the control types used are very unique compared to most games out on the battle field. Don't let the

controls intimidate you. You'll understand them soon, and in time learn the new-found ideas and configurations that are possible with practice. Don't worry, follow this guide and you'll be out there stomping Orc ass soon enough.

The default control type is Arcade. You should stick with the Arcade control type until you are well versed in the ways of slaughtering your opponents. I suggest you use the arena as it was meant to be used and try out any new techniques you learn, there.

CHOP - An over head slash. Good for splitting open heads and hacking up bodies on the ground.

SLASH - A horizontal swing. A solid strike for most types of weapons.

DEFLECT - Positions your blade in such a way that it has a high chance of absorbing an attack.

BLOCK MODE - Raises your shield to absorb damage from an attack.

SHEATH/UNSHEATH SWORD- Equips and unequips sword. Note that you run a bit faster when your sword is sheathed.

ACTION - This does various things from pulling levers to searching bodies. Only works when your sword is sheathed.

VIEW DAMAGE- This shows the damage individual limbs have taken. Areas will be colored from Green (not hurt) to Red (bout to fall off). Aim for the Red areas to feed them a constant stream of pain.

Special Attack

These attacks inflict a lot of pain, but are difficult to hit with. High risk, high return. All of this is a bit daunting at first so I'll walk you through it a step at a time.

STEP 1 - Beginning attack

To start off on the right foot, forget everything you've learned and concentrate on the keypad #5 attack button. This will get you used to your capabilities in combat. This mid slash will back off your opponents while inflicting a decent amount of damage. Just point in the right direction and keep hitting it. Even a neophyte should be able to grasp this.

STEP 2 - Basic attacks

To expand your arsenal use the Keypad #4 and Keypad #6 attacks. These would be the Overhead Chop and Head Slash attacks. Used with the Keypad #5 mid slash, you start to stand a chance against the horde that you will soon face.

Keypad #6 = HEAD SWIPE. This attack is good for cleaving enemies' heads from their shoulders.

Keypad #4 = OVERHEAD CHOP. This attack is good for chopping at fallen enemies.

It's a good time to take what you have learned to the arena. Pound what you have learned into their skulls for a bit.

STEP 3 - Defense

In Arcade mode, keypad buttons #1, #2, and #3 are your main defensive postures. These will put your sword in a position to deflect low, mid, and high

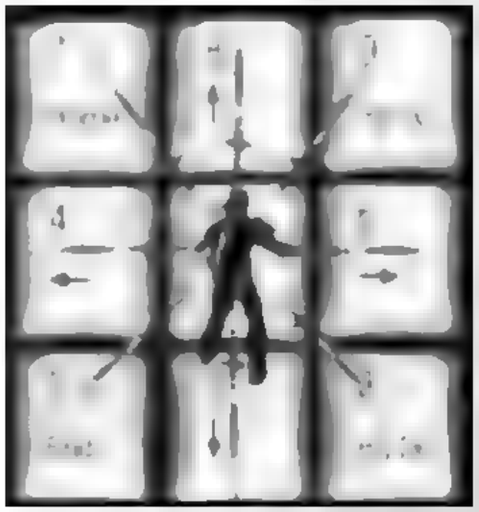
attacks. These won't stop all attacks, mind you, but they do raise your chances of deflecting all sorts of damage. These defenses are especially good for when you are trapped and just need to break through the enemy lines.

STEP 4 - Special attacks
All right, if you've made it this far already, it's time to seriously shred some meat. Special attacks are very powerful, but are a lot harder to hit with. The trick is to learn what each attack does, then find the situations they are best used in. Mixing these attacks with the normal attacks (especially the mid swipe!!!) are your best bet when you wade into the fray.

BUTTONS: Insert, Home, Page Up, and Delete are your special attack buttons. This is an excellent time to rush into the arena and show off your new toys...

VSIM

Keyboard VSIM mode is a very different and advanced control type when compared to Arcade mode. What does VSIM stand for? Virtual SIMulation. Since Keyboard VSIM is not the default control type, you will need to change the control type during a game by accessing the Options menu and switching to Keyboard VSIM.

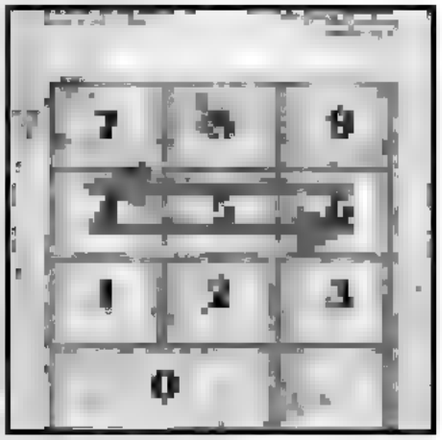


VSIM controls

Tip

EXTENDED ARM - You'll be amazed how much a simple extension of ones arm can do for a swing. Most attacks will drastically change when used in combination with extend.

This is how Keyboard VSIM controls are broken down. Think of the arrow keys on your keypad as directions that your sword arm can go. Hold the up arrow, your sword arm goes up. Hold the down arrow, and your arm goes down. Let go of the arrow keys and your arm returns to neutral. To make a complete swing you will need to hold a direction, lets say right, then when you are ready, press and hold the opposite direction, in this case left, to follow through with the swing.



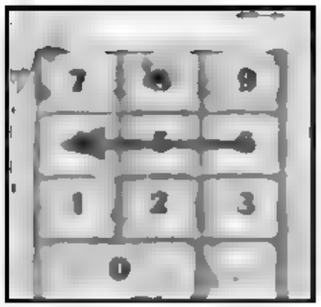
Mid Swipe

For Instance:
MID SWIPE = Hold Keypad #6 (right) then release it and immediately press and hold Keypad #4 (left) This would have resulted in a swing from right to left. From this position, you can then release and immediately press and hold Keypad #6 (right) again returning the blade to the original position.

Yes, yes, it's a bit confusing at first, but once you get past the initial awkwardness, this style shows to be inherently free to innovation and improvisation. Wicked moves such as a flipping head strike or a twisting kneecapper are just the beginning. Experiment. You may be surprised with what can be done.

VSIM Techniques

The path of the warrior is a hard one. To expedite your learning I will give you the most precious gift of all: Knowledge. These techniques are tried and true. Learn well and perhaps you shall see the end of your perilous quest.
KEY: Arrows = Active arm movement. Highlight = Extend (keypad #0) is needed for the move to be done as shown. Using Extend while executing a move (rather than holding it down) will give you more power.



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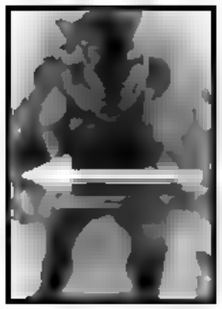
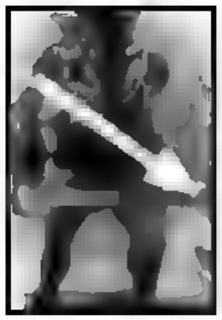
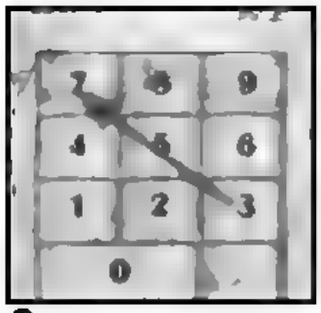


1.) This attack is from #6 to #4. This is your most basic slash. You would use it most likely more than any other attack. It is good for backing off opponents and learning of the battle environment. If you wish to gain a larger reach, use #0 to extend your reach. This slash is good for most situations.

2



2.) This is a diagonal down chop from #7 to #3. You would use it when trying for a head strike or hitting a crouching opponent. Depending how you aim it, it's good for both high and low shots. Extending with #0 is recommended for maximum force. A good example would be if a Kobold were to sneak up from behind, you'd be able to whip around with this chop and attack the Kobold.



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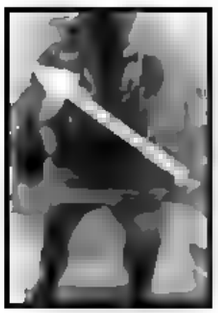
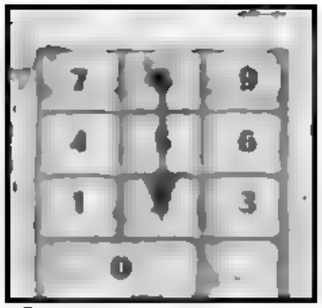


3.) This attack is from #3 to #7. You would use this move if you wanted to surprise your foe with a sneak attack, since it starts low and behind you, then rises up to lash out unexpectedly. This move, unlike the others, starts low and behind so you are less likely to have your sword tangled before your swing. A good situation for this move would be if you were to shove past an Orc on his right side so your sword was untangled, and attack the Orc behind him.



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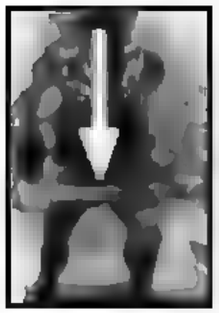
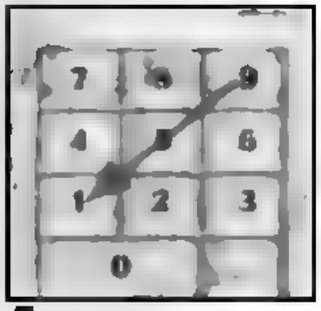


4.) This attack is from #8 to #2. Extend is necessary to make this one effective. You would use this move if you needed to line up perfectly with an enemy and chop down so nothing to your right or left is touched. A good situation for this is if you are in a net game ganging up on someone and don't want to hit a friend.



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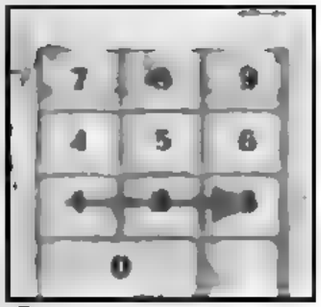
5.) This attack is from #9 to #1. This move is as dramatic as it is effective. You would use this move for getting over the top of enemies' defense. A good situation for this would be leaping off a box onto an Orc, bringing down your blade with the added momentum of the drop.



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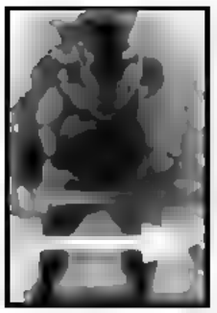
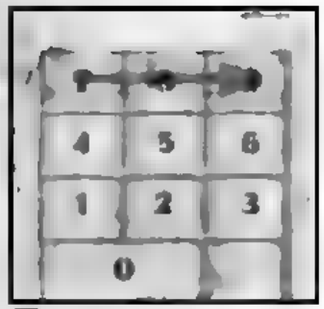


6.) This attack is from #1 to #3. You would use this low slash for striking legs and the occasional Kobold's head. Extend is necessary for this one to work. A good situation for this would be if you ran at a horde of Kobolds mowing them down.



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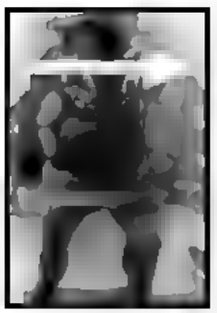
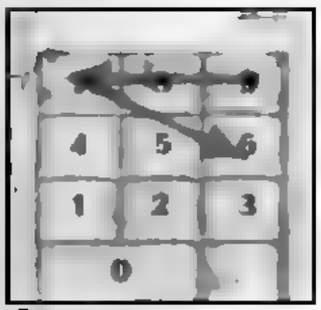


7.) This attack is from #7 to #9. You would use this high slash when you wanted to strike at heads. Extend is necessary for this one to work. A good situation would be leaping up over an ogre's club and striking at his head.



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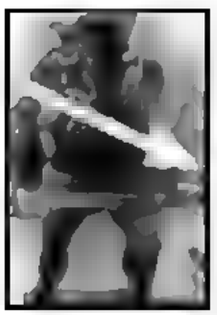
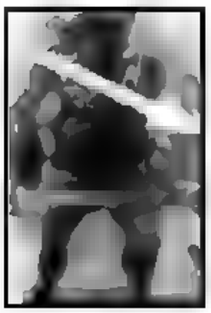


8.) To show an example of a more difficult technique, this #9 to #7 to #6 strike is a good choice. You would use the #9 to #7 part not as an attack but rather a move that will help your sword if it should happen to be tangled with another weapon by raising it around the back of your head. The attack comes from the #7 to #6. A good situation for this is if there was a Skeleton on both sides and your normal strikes were getting tangled. This move would enable you to put your sword in a position to get an actual strike.

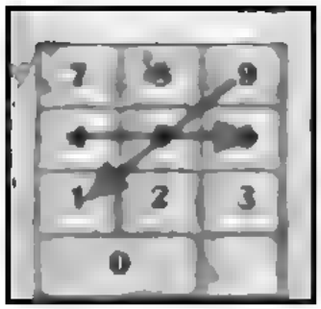
Advanced VSIM Techniques

These moves are a bit more hard core and require a basic understanding of how to generally control VSIM.

1



1.) This attack is from #7 to #6. You would use this attack with a quick hop to the right by hitting right sidestep twice. The outcome is a lunging, sweeping slash at mid height. A good situation for this would be an opponent that crouches constantly and ankle bites. His head exposed, this slash would let you lunge in and hit his head.



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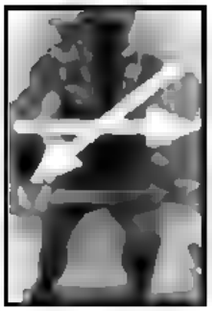
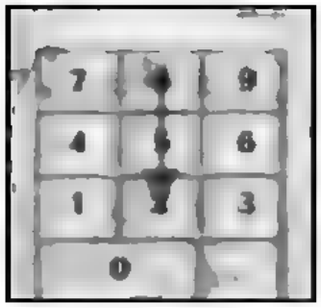


2.) This attack requires the use of a quick hop forward by hitting forward twice. You would use the first part of the strike, quick hop forward from #9 to #1, as an opener. Then if the surprise worked, try for the second part. Turn your body to the right for a second #4 to #6 slash attack. A good situation for this would be hopping forward and hitting a Dwarf on your right, then turning your body to the right and striking him again with the second slash.



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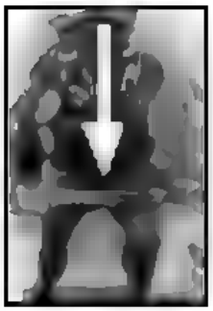
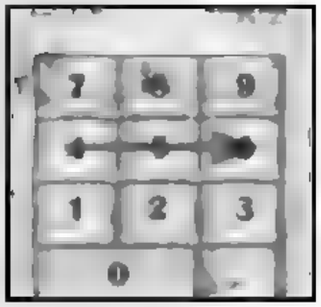


3.) This attack requires you to flip. At about mid flip hit #8 to #2. This would be used to start a barrage of attacks. A good situation for this would be running towards a Dwarf and flipping at him, striking him from an unusual angle, then landing and continuing an assault against him.



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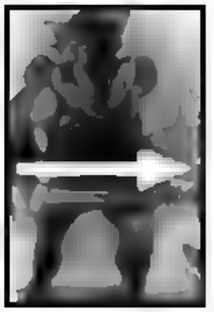
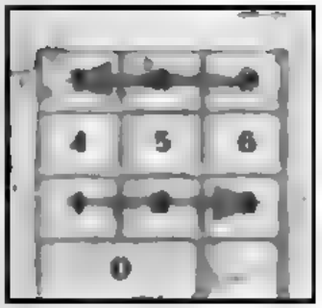


4.) This attack is from #4 to #6. You would use it while you jump past an opponent on its left side. It has a good chance of striking at an opponent's tender backside. A good situation would be to leap past an Orc on its left side, then rotating to the right and delivering a massive #4 to #6 slash.



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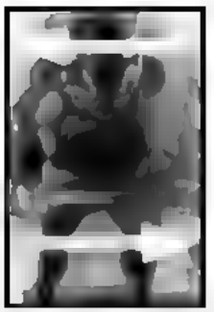
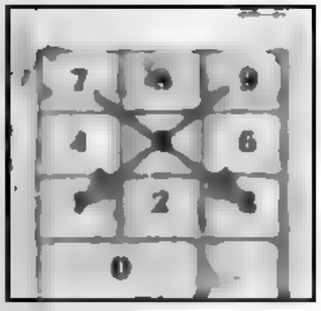


5.) This attack is from #9 to #7 then #1 to #3. If you keep attacking one spot on an enemy, there is a good chance that your enemy will get smart sooner or later and defend the unprotected zone. This tactic may confuse them a bit. You would do the #9 to #7 slash first. Then switch quickly and do the #1 to #3 slash. If you turn your body with the swing, you can do some decent damage and possibly catch them off guard. A good situation for this is when you are battling a friend in a net game and he has learned how to block your basic swings. Extend is recommended for maximum force.



6

6.) This move is very difficult and only minorly effective. You would only gain style points from your friends for doing this one. Sooner or later you're going to be good enough to show off after you've cut your friend's head off. A good situation for this is to cut off a friend's head and then do this #9 to #1 to #7 to #3 maneuver. Is not recommended for the heat of battle, but more as a challenge to a downed foe.

DOUBLE ARM VSIM CONTROLS

Unique to those creatures with the ability to attack with both arms is a control system that is equipped to handle these special cases. A character like Magmar the Earth Elemental is a perfect example.

You cannot choose this control system. It is linked to specific characters that can attack with both arms. Furthermore, you need to be in VSIM (keyboard) control mode to use it. You would use this control method as you would normal VSIM, but now you have the ability to control both arms.

Keys (keypad):

7, 4, 1	Left arm activates
8, 5, 2	Right arm activates
9, 6, 3	Right arm activates

These Keys show how to gain control of a specific arm. The key you begin a motion with determines which arm will be activated. So if you began a motion with say "6", you would be controlling the right arm. As long as you continually hold a button after this, you will not lose control over the right arm. You lose control of an arm when you let go of the keys for a brief moment.

You may be asking yourself "Well holding a single button down is good and all to gain control of an arm, but how do I swing without losing control of that arm?" Here's how: Continue to hold "6" as you press the next button say "4". This will keep the right arm activated and it will swing. As you press "4" you can let go of "6" without losing control because a button is still being held. As long as the thread isn't broken by letting go of the keys, the right arm will remain activated.

With a little experimentation you'll see how long exactly it takes to lose control of an arm so the other can be activated. You still only control one arm

at a time, but now you can switch to the other arm with relative ease by letting go of the keys for a brief moment and starting a motion with the opposite arm.

In some circumstances, where you fight is as important as what you fight. Use the area to your advantage. Use walls, light elevations, fire pits etc... Even a single crate can have tremendous effects on the fight if used correctly. Use higher elevations to gain more power from a leaping attack. Gravity helps your sword a bit when swinging toward the ground.

Leap over obstacles to avoid enemies. Even a human player sometimes will be tripped up over a box you just leaped.

If there are two or more opponents, do as the Wolf does; separate one from the pack and tear it to shreds.

Your weapon is always an active weapon when it's in your hand. If something runs into your sword, even if it wasn't swinging, they will take damage. Likewise for you. Be cautious when attempting to jump onto your opponent.

A very nice tactic is to leap past your opponent, turn in the air as you pass and hack him from his undefended backside.

Ankle biting is also an effective trick. Many creature's legs are easy to get to compared to their heads.

In VSIM only, if you hold your sword in the #3 position (which is low and behind you), you can walk a little easier through enemies due to your weapon not getting cluttered with your enemies. O'course you'll be wide open to attacks...

The neck is often the weakest section of an enemy, but a very difficult target to consistently hit.

The rope trap is devious. If you are foolish enough to wind up in one of these, you have three choices. Cut the rope with your sword by crouching and using low slashes to hit the rope. Rotating in a direction helps as well. Otherwise, you can sheath your sword and use the Action key to untie yourself. Lastly, you can just fight upside down.

If you play as a kobold in a network game, it's been noted that they are great for sneaking up and stealing kills! (li'l bastards!)

Turn your body in the direction of slashes. If your slash is heading to your left, turn your body to the left to add force to the strike. It helps alot.

In VSIM only, the Extend key (#0) is god. Use it happily and often to fully use your arsenal to its full potential. (More power for full force.)

In the Move editor, use the off-arm when making moves to enhance your strikes. If both arms travel in the same direction, much more force is added to the swing.

Keep in mind that you can still turn and move while jumping in the air.

Use sidestep along with the other movement keys to ease navigation.

Remapping the climb key to Keypad(*) seems to help for more complex jump climb maneuvers. It will be double mapped with the Action key, but they won't cause any problems double mapped.

To increase your chances of blocking damage, use either parry or block-mode. Use positioning to put your shield between you and the oncoming blow if possible. But still, by all means, the best way to not get damaged is don't get hit.

In quest mode, don't gobble every bit of healing you find. If you don't need it, keep it around. It may come in handy later.

Not all monster species are friendly with each other. Exploit the conflicts that exist amongst the monsters to maximize your gain.

Monsters are just as susceptible to hazards in the game as you are. Take advantage of it and knock Orcs into the water.

With VSIM, don't bang on the keys. Have patience and hold the keys to apply force to your sword.

Maneuvering is very significant.

Observe your enemy. Try to target areas that aren't protected by a shield or a weapon. Staying crouched for too long is asking for a decapitation. "Thank you, Sir, may I have another?"

Against multiple opponents, try to keep your current target between you and the other enemies. To be surrounded is not an ideal position. Kobolds are notorious for surrounding their quarry. This gives them a chance to pull off their devastating wedgie attack.

When making custom moves remember that you have the option to put a defensive motion in it. For instance, have the character wave their off arm as a feint before striking with the weapon arm.

Use quick moves to gain the initiative on the first strike. A quick hop forward can get you nose to nose with these uglies.

Keep the relative strengths and weaknesses of your opponent in mind while you fight him. Trading blows with an ogre never works. And running from a Kobold will get you laughed at by most of the denizens of the caves...

Don't rush into battles. There is no time limit. Plan your strategy and tactics and attack when the time is right.

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Special thanks to those that made special moves for the Die by the Sword moves CD. We hope that their creativity sparks ideas for many players when they themselves create custom moves. You can also find these specially crafted moves on Interplay's website... www.interplay.com.

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